All-New Format!

LEISURE SUIT LARRY™ 2

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND CHARACTERS YOU MAY NOT HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY

SIERRA 3-D

HINT BOOK

ANIMATED ADVENTURE GAMES™

0 20626 00250 5

SIERRA ON-LINE, INC. • COARSEGOLD, CA 93614 • (209) 683-6858

090151930

LEISURE SUIT LARRY™ 2

HINT BOOK

Welcome to the World of Leisure Suit Larry! I hope you are having as much fun playing this game as all of us had creating it. *Leisure Suit Larry goes Looking for Love (in Several Wrong Places)* is a linear adventure game; in order to proceed you must solve most of the puzzles in the current region. Thus, this book is divided into chapters that correspond to the major regions of the game.

There are many puzzles in *Looking for Love* and not all of them may be answered here. If you have a problem that I've omitted, feel free to contact Sierra's Customer Support Department at (209) 683-6858.

Before you proceed, take a moment right now to read the reference card that came with your game and experiment with all the items in the menu bar.

The whole point of playing *Leisure Suit Larry goes Looking for Love (in Several Wrong Places)* is to discover its puzzles and then discover the solutions to them. However, some puzzles may be so well hidden or so obtuse that you do not know where to begin. Or, this may be your first experience with an adventure game.

HOW TO USE A HINT BOOK

When you get stumped, look through this book to find the region in which you are playing. Then hunt for a question close to your problem. Use your answer card by placing the red window over the answer you wish to read. Hints progress from "mildly helpful" to "strong" to "here's the answer!" It is best to read them individually and in sequence instead of reading all the answers immediately. Be sure to read only those hints you really need.

HOW *NOT* TO USE A HINT BOOK

It is not fair just to scan through the book coloring away all the answers! Read only those hints absolutely necessary, and as few of those as you can. Type words in "quotation marks" into the game exactly as shown. Beware, you may find one or more fake questions hidden here or there.

IF YOU HAVE FINISHED THE GAME

After you have won *Looking for Love*, we invite you to check out the final chapter of this book. It contains several "potent" sections you will enjoy. But be very cautious using this section! Do not look at it until you have actually seen the end of the game.

Thanks

...for purchasing *Leisure Suit Larry goes Looking for Love (in Several Wrong Places)* and this hint book. I hope you have found the game humorous and challenging. If so, I encourage you to look into Sierra's other 3-D graphic, animated adventure games!

Al Lowe

GENERAL QUESTIONS

All I do is wander about? Is this all there is to an adventure game?

[illegible]

What is the point of this game anyway?

[illegible]

I am having trouble getting the game to understand me. I know what I want to try and it seems logical, but all I get is a "Not now!"

[illegible]

I'm tired of dying and starting over from the beginning!

[illegible]

How come my score went down?

[illegible]

Larry walks too slow. Is there any way of speeding up this game?

[illegible]

What good is the "Boss Key?"

[illegible]

How can I see objects I've collected?

[illegible]

AROUND LOS ANGELES

I have no money, yet every clerk in Los Angeles seems to expect it. I've heard it takes money to make money, but how does a guy get started around here?

[illegible]

Read the documentation that came with the game.
Search carefully through every place you find.
Especially search Eve's garage.

You are Larry Laffer, a 40-year old, balding, a-romantic jerk. You hope to find true love someday, especially since you are having little luck finding any other kind of love!
There are many steps you must follow to achieve this goal, but (as in real life) you have no idea what they are, let alone how to solve them. To help you get started, follow these three easy steps to adventure gaming:
"Look at" everything, everyone, everywhere.
"Talk to" everyone you meet.
"Take" anything that is not nailed down. It will probably have some use later.

Be sure to use complete English sentences, especially the word "THE" wherever it should be, i.e. "put THE salami in THE bun." "THE"s are not ignored in *Looking for Love*, but are needed so the game understands your sentences better. While the game will understand some "pidgeon" English, don't count on it by habitually typing "put salami in bun."
Of course, it could just be that what you are trying is a good idea, but should really be tried later in the game, or will never work at all.

Everyone fails a lot in adventure games. That's one reason it is so satisfying when you finally finish one.
Be sure to save your game periodically as you progress. Adventure games are designed to be saved and restored, so you don't have to start over again at the beginning just because you made a mistake.

Simple. If your score drops, you have made a mistake.
Better restore a previous saved game, and try something else.

Read the reference card that came with your game. You will find instructions concerning changing speeds (on most computers the plus and minus keys make Larry go faster and slower). On some computers, scenes with lots of animation may run at normal speed even at Fast speed.

A good way to keep from getting fired when you get caught playing games when you should be working!
No, there is no way to return to where you were, except to "Restore."
You shouldn't be playing games at work, anyway!

Just say "look at the" and the object's name. Be sure to refer to objects exactly as they are named on your inventory list.
Or, on the inventory list, select an object (either with the mouse or TAB key) and press enter (or click with your mouse).

Since the game begins at Eve's house, look carefully there.
Look inside Eve's garage.
If you still have not found anything, explore inside the garage until you are completely hidden. Then "look at the garage" and you will find a pair of Eve's slacks. "Take the dollar bill from Eve's pants" and spend it.
You should have followed the "Walk Thru" in the documentation that came with your game. It introduces you to adventure gaming, and gives you some ideas with which to begin.

I bought a lottery ticket; why am I never notified of the week's results? How can I find out if I am a lottery winner?

I was thirsty. I bought a soda but the results blew me away!

Quick! How do I get lots of money?

I am inside the TV studio but nothing happens. How long am I supposed to stand around here?

I'm rich! But I can't seem to spend it anywhere.

I have a cruise ticket, but where is the *Love Tub*?

How come that music store is always closed?

I've tried, but I can't get anything to happen inside the barber shop.

This guy I met tells me I need my passport in order to continue. I don't have a passport, do I?

You don't have a house or television set, so you cannot just wait and watch the "Lucky Life Lottery" show on TV. Take the initiative.

"Look" at everything you can find. You need to find a place involved in the lottery besides the Quiki-Mart store.

Go west from the Quiki-Mart to KROD television studios.

Enter the lobby, walk to the receptionist sitting behind the counter. "Show the lottery ticket to the receptionist." She will tell you this week's winning numbers.

Of course, you may have to lie (unless you selected exactly the same six numbers back at the Quiki-Mart).

Write down the numbers she tells you. When asked, type in those numbers (NOT the numbers you entered at the Quiki-Mart).

Do not buy a Grotesque Gulp unless you have money with which to pay for it. You can get one later.

Take the dollar bill from Eve's pants inside her garage.

Walk to the Quiki-Mart store and purchase a lottery ticket.

Walk to KROD TV studios, enter and show your lottery ticket to the girl.

When she tells you the six winning numbers, tell them back to her. She will think you won the lottery and get you on the TV show for a chance at the big money!

"Standing around" is your problem.

There is a bench along the rear wall. Take a load off your feet.

You will be summoned to the show only after you've sat on the bench for at least thirty seconds.

Cruise over to Rodeo Drive.

Enter *Molto Lira* and look carefully at the back wall. It recently changed. They are having a sale.

Walk to the center of the back wall. "Take the swimsuit from the rack." Walk to the front of the counter. "Pay the clerk for the swimsuit." She'll take your million and give you change — plus you will have a swimsuit that will come in handy later.

Did you notice any stores that were closed during your travels through Los Angeles? Double-check them while waiting for your ship to come in.

You must get a haircut at the barber shop before *Ye Olde Ethno-Musicology Shoppe* will open.

Visit the music shop. "Talk to the clerk." You'll be amazed at the merry, madcap mixups that follow.

It will open, but only when you are ready for it.

You must have enough money.

You can't have the million dollar bill.

Walk near the barber's chair at the rear of the shop and "sit in the chair."

Remember, you moved in with Eve before this game began. She threw you out.

Check around her house.

Not inside. Think what a woman would do if she wanted to get rid of all reminders of you. Where would she put your stuff?

Things change. It doesn't hurt to re-visit places you've been before.

This is such a trashy problem I hesitate to continue.

Wait until Eve puts out her rubbish, then search through it.

Not the trash bin outside the Quiki-Mart, but the garbage cans outside Eve's house.

ON THE GOOD SHIP *LOVE TUB*

How do I keep that Mother from killing me?

I'd like to go through Momma's drawers, but she keeps catching me in the act!

Whenever I enter my cabin, I find myself "loved to death!"

There must be some point to that swimming pool.

I'd like to take a swim in the pool, but I can't find a suitable spot to change clothes.

If I dive into the pool, I drown.

I order lots of drinks at the revolving bar, but regardless of what I order, I end up with the same thing.

I am trapped on the *Love Tub*, have found the lifeboat, but can not find a way to deploy it.

The lifeboats keep leaving without me! The PA announcement says I'm too late.

I have been to the bridge, but the captain has this nasty habit of dying, resulting in a *Love Tub* disaster.

There are several ways the horny Mrs. Bimbo will attack...

Don't get too close to her when she's on the bed!

Don't mess with her stuff — when she's watching. Don't wait for her to leave. She won't as long as you remain in the room with her. But remember: she left the door between your staterooms unlocked, so feel free check out her room when she's not around.

Don't let her catch you napping in your room. If you peeked inside her closet, you know she's got plans for you! She's just waiting for you to go beddy-bye!

Don't return to your cabin after dark, as you will always be sleepy, lie down and... (see previous Momma rule, above).

Save your game while you are in your room, then enter Momma's room. If she catches you, restore your game, because you're dead meat!

Momma won't catch you if you enter her room while wearing your swimsuit.

Move quickly on the boat to accomplish what you must. Momma will always come once night has fallen, and from then on you cannot return to your room without dying from severe Momma flattening! You may need to restore an earlier game and play the entire ship area more efficiently.

Do the things you need to do in your cabin first. If you never return, you won't get caught.

There is. Have you tried swimming in it?

Of course, you must wear your swimming suit first.

You're modest, Larry! Find your stateroom and change there.

Remember what the purser told you before you boarded the ship: your room is all the way to the bottom rear of the *Love Tub*.

You can't just float there.

If you do not "swim" after you jump in, you will drown.

Saxophone reeds under your fingernails, eh?

Simple: just don't order anything at the bar. It is just there for atmosphere. Ignore it.

Have you gone to the bridge? There's something on the panel behind the Captain that will help you.

Look carefully. Examine everything you see there.

"Look at the console" then "look at the lights." You'll find a switch.

"Look at the switch." "Throw the lifeboat switch."

You have only a few minutes to get aboard the lifeboat before the boats are lowered to the water.

You must make the lifeboat switch your final action aboard the ship.

After you "throw the lifeboat switch," go directly to the lifeboat area. "Jump into the lifeboat."

Be extremely careful where you walk.

It is possible to walk forward just enough to reach the lifeboat control panel without attracting the attention of the KGB agent lying in wait outside the bridge.

I cut down the lifeboat with the knife, but where can I find a paddle?

I am in the lifeboat and sway from the *Love Tub*, but I'm getting a heck of a dose of ultraviolet! Where is the sunscreen hidden on the ship?

I have the sunscreen and applied it at the swimming pool before I laid down to catch some rays. How come I die here on the lifeboat?

The sunscreen has protected me, but my scalp is now cooked "Sunnyside Soft!"

I think I'm supposed to wear something on the lifeboat. I have it, but every time I try to put it on, the game responds "Not now!" If "not now," when? If "not here," where?

I'm so thirsty. I'm as dry as dust. In fact, I AM dust!

I'm green with envy. Others get past this lifeboat, but I am just sick of trying.

I pitched the spinach dip and now I starve to death on the lifeboat!

AT THE TROPICAL RESORT

After wandering forever through a jungle I found, I finally emerged into a "lovely restaurant." Is there anything I can do here?

This is an example of a fake question.
And this is an example of a fake hint.
Stop reading these.
You're really a glutton for punishment.

It's not. But there is some to[illegible]le back in Los Angeles.
It's in Swab's Drugstore.
"Look at the shelves" from different places in the drugstore until you find it. Larry doesn't have x-ray vision and cannot see around corners!
It is behind the bank of shelves to the left. You must be near it to be able to see it.
Unfortunately, you will have to restore back to Los Angeles to do this.

Did you go swimming after you applied it?
Perhaps it just wore off.
Regardless, you must apply the sunscreen before you get to the lifeboat scene.
Do it while the lifeboat is drifting away from the *Love Tub*, but before you see the closeup of Larry's face.

Find a place aboard the *Love Tub* that looks familiar.
The ship's barber will sell you something to shield your brain pan from those wacky tanning rays.
Wear the wig after you've left the *Love Tub*.
Do it while the lifeboat is drifting away from the *Love Tub*, but before you see the closeup of Larry's face.

You can't put it on while still on the *Love Tub* (it's too embarrassing).
Your window of opportunity begins when your lifeboat clears the side of the *Love Tub* and lasts until you drift off screen.

You must bring along something to drink.
Remember the Quiki-Mart store in Los Angeles? Yep. That's where it is.
"Look at the soda machine" near the front of the store. "Buy a Grotesque Gulp." That will give you enough soda to last a 10-day ocean journey.
Unfortunately, you will have to restore back to Los Angeles to do this.

Brought along a little spinach dip, eh?
You should know better than to leave mayonnaise out in the sun for five days!
Get rid of it.
Do it while the lifeboat is drifting away from the *Love Tub*, but before you see the closeup of Larry's face.

In your stateroom, beneath the porthole, is a basket of fruit, a thoughtful gift from Momma Bimbo.
Or, if you can obtain it, Momma has something that will earn more points.
It is in the drawer of the nightstand in her stateroom.

You could talk to the maitre'd, sit down, and wait for a table.
That's the only way you will get inside.

I am at my table in the restaurant, but every time I eat the food I die. Is there something here that I'm missing?

These KGB guys won't let me use their beach! In fact, they're quite adamant about it. I can't even walk across it in order to escape this place!

It appears I should change out of this leisure suit, but I only have half a bikini! Plus, I lost my swimsuit in the lifeboat crash.

Ok, I give up! Where's the bikini top?

I have both parts of the bikini but can't find a place to change clothes.

I am now a blonde in a bikini, but the KGB thinks I'm too flat-chested. Please don't tell me I have to visit the barber shop for THIS sort of help!

It's easy for you, Al; I have seen your picture on the back of the box. YOU have no trouble with "excess body hair!"

Maria seems like such a nice maid. How do I get her to give me the magic flying dust?

Is there any way to get quickly through this jungle scene?

Yes.
And it is at the hors d'ouerves table.
There is a knife next to the cheese plate.
Take it. You will need it later when you are just hanging around.

You must fool them.
Disguise yourself so they will not recognize you.
Read their messages carefully. They are telling you exactly how to proceed.

You need both a top and a bottom to your bikini. If you have one and not the other you can not proceed.
A bikini bottom will appear at the nude beach after the resort barber bleaches your hair.
It's on the rock where Dr. Nonockee's henchette was sunbathing.

Look for the top at the bottom.
You must take a dive to find it.
While you're swimming in the ship's swimming pool, "dive" for a little sunken treasure.
Swim out to the center of the pool, "dive" underwater, swim straight down and you will find a bikini top stuck in the pool drain. "Take" it. Quickly swim to the surface again, or you will run out of air.

This is similar to the *Love Tub* swimsuit problem. Remember you are a modest little lounge lizard.
Change in that empty guest room.
Find a private spot.

Walk forward until you are near the picture window on the far wall. Then walk to the right until you are completely hidden. Change clothes there.

No, but you do need to stick out a bit.
Aren't you carrying something that could be used to fill out your character?
You have something resembling tissue. There is also something in the guest room's bathroom. Either of them will work.
This is one of the places where you must use "THE" wherever you'd use it in a real sentence.
Return to the guest room's dressing area and "put the soap in the bikini top."
Or, you can "put the money in the bikini top."

You won't either if you will just visit your friend the barber again.
He has the ability to clear up your problem once again.

Wrong game.
Bad hint.
Say what?
This is a phony question. Why are you reading these answers?

Yes. As soon as you visit the resort barber, the scene shortens to only three entrances.
Actually, every time you visit, it shortens by one "schtick," but it still takes a long time.
Just between us, this was my way of giving you a chance to take a break from the game, while letting the game continue. Notice that, just as you are about to leave this scene, a message pops up telling you what you've found. This is so you can take a break, leave the room, then return later to find out where you've arrived.

AT THE AEROPORTO

So exactly what is wrong with me attempting to enter the Aeroporto dressed in long, flowing blonde hair and a bikini?

I can't seem to get past those robed flower children at the Aeroporto.

Where could I obtain a botanical sample suitable for exchange purposes?

I found Gate #1 and would like to get aboard that departing flight, but I need a ticket.

I waited in line at that airline ticket counter all night and my line never moved! Which is the proper line to use?

How come I can't eat the "Blue Plate Special" or even take it with me? I bought it, didn't I?

There is not enough time to get to Gate #1 while shopping all along the way.

ON THE AIRPLANE

I am trying to survive my airplane flight, but keep getting killed by that bore sitting beside me. How do I get past those drink carts?

Perhaps the airport guards find you exciting.
Regardless, you will have to change back to your leisure suit.
No, you can't change here in full view of the guards. Your modesty prevents you. Where have you recently been completely out of sight?
At the end of the cliff scene, you pause to catch your breath. "Change into the leisure suit" at that time. But hurry, your break doesn't last long.

Have you ever actually been approached in an airport?
Do you know what those people sometimes offer you?
If you offered one to them, you might throw them off balance.
Where were you in the sixties? These are flower children KGB kids. Turn the tables on them and offer them a flower.

Remember how dense the landscaping was back at the resort? Remember how you kept getting lost?
Evidently, that sequence lulled you to inactivity.
If you "look," it mentions beautiful landscaping and flowers.
If you "look at the flowers," you see something interesting.
Unfortunately, you will have to restore back to the jungle to do this.

You must get to the front of the line at the ticket counter.

This is a personal tribute to all those lines I have waited on that never moved, while all around me people zip right through.

Never mind which line, the answer here is to not do the obvious.
Walk east past that customs agent and snoop around the rest of the airport.
You will find some things of interest. Let none of them pass you by. Take everything as it comes.
Check out the luggage on the conveyor belt. You will never know what people might try to ship from here.
"Take the bag from the conveyor belt" until you find a suitcase with "that special something!"

By the way, that's a blue PATE special, not blue PLATE. Just another dig at poor Larry's lack of hair style.
Since you can't eat it or take it, what else could you do with it?
Search the gravy and extract the cause of your trouble.
"Take the bobby pin from the gravy."

Play more efficiently. Avoid Faster speeds as time also speeds up.
Do your shopping first, before you take the suitcase. You will keep your possessions through the explosion and will not have to stop on your way to the gate.

You can't get past the carts, but you can distract the bore. What do people do in planes to kill time?
No, not "stewardess fondling!"
No, not "bore your neighbor!" (Ken's already doing that!)
Give him something distracting, something that will hold his attention while you slip away.
Something to read.

Where can a person find something interesting to read?

I got away from my seat on the plane, escaped the treacherous carts and can now roam the airplane at will. Unfortunately, when the plane lands I get caught by the KGB.

I'd love to use my flight insurance, Monte, but I can't find door number three!

I have found the emergency exit, but it is locked with a padlock. Where is the key?

I can make the emergency exit shiny clean, but I blow everything up — including me!

I have entered the restroom at the back of the airplane, but can't defuse the bomb without blowing up the plane.

Does this game get more difficult as it progresses, or am I getting more dense?

ON NONTOONYT ISLAND

Here I hang, twisting slowly in the wind! How do you get down from a tree?

Did you try the waiting room?

You were in such a hurry to board the airplane, you forgot to be a good adventurer! Better return there, and "look at" everything you see.

"Look at the ticket counter."

"Take a religious pamphlet from the desk."

Do it before you show your ticket to the agent.

Perhaps you should not be there when it lands.

Did you buy flight insurance before your trip? It should clue you in as to how to avoid the end of the flight.

You've got to "D. B. Cooper" your way out of this one!

If you did not buy insurance, there is a machine near the airport snack bar.

The front exit is securely fastened.

There are three doors at the rear of the aircraft. The two you can see are restrooms, another is not.

The emergency escape exit is in the near well of the rear of the aircraft. You can't see it unless you are close enough.

If there's a key, I don't know where it is!

You will just have to pick your own way out of this problem.

Did you notice what did not agree with you in the "Blue Pate Special?"

Ladies often use them for purposes other than their original intent.

Did you taste the "Blue Pate Special" at the airport snack bar?

Don't "choke" up, just remove the offending ingredient.

You will find it useful here.

Why are you reading this hint book? You must be playing *Police Quest II*. Go buy Jim Wall's hint book!

It's impossible for you to enter this restroom. Those other guys are always too fast.

You're getting more dense.

Nah! Just kidding. You're right; it does get harder.

I suckered you in with a super-easy, fun-filled Los Angeles, then turned on the heat. By the time you realized it was a tough game, you were hooked!

You don't. You get down from a duck!

(drum fill) Sorry.

You must cut your way to freedom. Good adventurers always pack a knife.

It's in the restaurant, back at the resort.

Yep, it's "Restore" time again!

I must be missing something, as I seem to have lost most of my inventory when I landed in the jungle. Was there a more gentle method of leaving the parachute?

My friends from the Bush party keep sweeping me off my feet. I love being romanced, but not like this. What's a poor Larry to do?

I am tired of playing Jonah and the Python. Just my luck: one snake in the entire jungle and he relishes the taste of polyester!

I HATE quicksand!

Those piranha really tickle my fancy.

I "Tarzan" my way to the first vine, but I have trouble "keeping it up!"

How do I get across that chasm after meeting the lady of my dreams? I keep taking a dive.

If you've ever broken your onklunk, you know how painful that can be! That line doesn't make any sense here, but it was left over from the game and I didn't want it to go to waste!

No, there's not. But, remember: you were trying to keep your onklunk's superconductor research secrets from the clutches of the evil Dr. Nonookee, and you've accomplished that. You landed with all you could.

Stay as radical as you can until you're well past Bush.

Go to the lower left corner of the scene, just before you brush the bush containing the Killer Bees. Then, genuflect to Bush.

"Crawl under the bush."

Use the Teddy Roosevelt approach.

Walk softly and carry a big stick.

You are not approaching this puzzle "prop-erly."

There was a stick near your landing spot under the parachute. Grab it and use it here.

Use the stick to prop open the snake's mouth so he cannot swallow you.

After the snake begins his descent from the tree, but before you are all wrapped up, "put the stick into the snake's mouth."

Watch the monkey. He is there to guide you.

You cannot go around the swamp. You must walk across the middle.

No, the vines will not help you. At least, not here!

Look carefully at the ground here.

There is a definite pattern in the surface of the swamp. The monkey follows it out of the scene. You should follow it, too.

There's no trick answer here, you must just walk carefully. I'd recommend saving your game every few steps.

If you have a mouse, use it. It makes this scene easier. If not, slow down the game using the "slower" key.

Your fancy what?

Never touch the piranha-infested water.

Think high thoughts.

"Tarzan" your way across.

Walk as far east as possible without touching water. "Swing on the vines."

This seems tricky at first, but it is quite easy once you get the hang of it. As soon as you see Larry on the first vine, "swing on the next vine."

Likewise, "swing on the next vine" as soon as you see him transferred to vine number two.

You didn't forget to "release the vine," did you?

Do not try to cross the stream using all three vines in just one command. It just will not work!

You've already solved this puzzle and don't realize it.

And you thought your swinging days were over back there at the river!

Of course, here you will have to "throw the vine" until it hooks on that limb across the chasm.

What vine? You did take a souvenir from the piranha river, didn't you?

As soon as you dismounted from the vines, "look at the vines" says one of the vines looks solid, but is attached by only a thread. Need I say more?

What's with this native guy chopping wood? Will he show me how to cross that chasm? May I borrow his axe? Will he ever slow down enough to stop?

I am at the base of a gigantic glacier (and, by the way, what is a glacier doing on a tropical island, anyway?), trying to climb an ice ramp. I thought this might be like the whale's tongue in *King's Quest IV*, but I'm unable to find a path.

I am at the top of the crater near the elevator and cannot seem to get anything done. I just wanna ease on down the ol' Otis!

I have something that would make a suitable bomb, but I have nothing with which to light it.

Every time I light the hair rejuvenator, it explodes in my face.

I have three items that should make an excellent explosive device. I try to build it and the game responds "Not here!" Ok, where?

My bomb keeps falling into the crevice, in spite of the fact that I don't want it to. I'm trying to build it, not drop it! What's going on here?

He won't help you at all.
Neither will his axe.
He's just a big, fat, red herring.
No matter how long you wait, he'll just keep on chopping—slower and slower.

This is a non-Californian puzzle.
Snow-country people should solve this easily.
Look carefully around the native village. What do people carry in their car trunks in the winter to help them get traction?
"Take the ashes from the campfire." Or, grab some sand from the beach.
Then, "spread the ashes on the glacier."

You can't. It's locked from inside.
You've got to be a little explosive here.
Build a bomb.
But don't bomb the elevator door. That won't do you any good.
Drop your bomb into that large crevice at the center rear of the scene.

Oh, oh! You're not going to like this answer!
Matches are available in this game. You must have missed them.
Where could you find complimentary matchbooks?
How about a hotel room?
Unfortunately, you will have to restore back to the resort to do this.

Don't light it.
You need a fuse.
You missed something on the airplane. Wouldn't it just make you SICK to restore all the way back there?
While in your seat, "look" around the airplane.
"Take the airsick bag" from the seatback pocket and use it for a fuse.

As you enter the crater, walk straight forward, pass the elevator, and stand beside the large crevice.
Stand very near the edge, but be careful not fall in!

If you are having trouble getting the game to accept your instructions, be sure to use "the" in your instructions where applicable.
"Put _____ in _____" will not work. "Put THE _____ in THE _____" will.
"Put the airsick bag in the rejuvenator."
"Light the airsick bag with the matches."
"Drop the bottle into the crevice."

AFTER THE END OF THE GAME

OBJECTS

WARNING: Do not read this section unless you have finished the game. It contains specific information that will spoil the game for you!

OBJECT	WHERE FOUND	WHERE USED
[illegible]	[illegible]	[illegible]

OBJECT	WHERE FOUND	WHERE USED
[illegible]	[illegible]	[illegible]

Dollar Bill	Eve's garage	Quiki-Mart store
Lottery Ticket	Quiki-Mart store	KROD tv studio
Cruise Ticket	after tv show	Los Angeles docks
Million Dollar Bill	after tv show	Molto Lira clothing store
Swimsuit	Molto Lira, Rodeo Drive	Love Tub swimming pool
Wad O Dough	Molto Lira, Rodeo Drive	everywhere
Passport	Eve's garbage can	Los Angeles docks
Grotesque Gulp	Quiki-Mart store	lifeboat
Sunscreen	Swab's Drugstore	ship's pool and lifeboat
Onklunk	Ethno-Musicology Shoppe	not used; just defended
Basket of Fruit	Love Tub stateroom	lifeboat
Sewing Kit	Mother's stateroom	lifeboat
Spinach Dip	Love Tub revolving bar	don't! toss it overboard
Televangelist Wig	Love Tub barber shop	lifeboat

Bikini Top	Love Tub swimming pool	resort guest room
Bikini Bottom	resort nude beach	resort guest room
Cheese Knife	resort restaurant	up the parachute tree
Bars of Soap	resort guest room	resort guest room
Book of Matches	resort guest room	top of Nontoonyt Volcano
Flower	resort landscape maze	airport entrance
Hair Rejuvenator	airport barber shop	top of Nontoonyt Volcano
Suitcase	airport security	airport waiting room
Airline Ticket	airport waiting room	airport Gate #1
Parachute	airport snack bar	escape from airplane
Bobby Pin	airport snack bar	escape from airplane
Religious Pamphlet	airport waiting room	escape from airplane bore
Airsick Bag	airplane seatback pocket	top of Nontoonyt Volcano
Stout Stick	under the parachute tree	snake's mouth
Vine	after crossing river	crossing chasm
Handful of Ashes	village campfire	Nontoonyt glacier
Handful of Sand	village beach	Nontoonyt glacier

POINTS

WARNING: Do not read this section unless you have finished the game. It contains specific information that will spoil the game for you!

# of Points	Where	Action

AROUND LOS ANGELES

# of Points	Where	Action

ON THE GOOD SHIP *LOVE TUB*

AT THE TROPICAL RESORT

3	Inside Eve's garage	Get the dollar bill from Eve's pants
1	Alley near Quiki-Mart	Look through the knothole in fence
3	Quiki-Mart store	Buy a lottery ticket from the clerk
10	KROD tv studios lobby	Show lottery ticket to receptionist
1	Bench at rear of green room	Sit down; wait for tv producer
20	Dating Connection studio	Be chosen by the lovely bachelorette
6	Green room	Get cruise ticket from DC producer
12	Lucky Life Lottery tv studio	Lottery wheel stops on $1,000,000
7	Lucky Life Lottery tv studio	Receive the $1,000,000 bill
5	Molto Lira clothing store	Get blue bikini swimsuit from rack
3	Molto Lira clothing store	Pay for the swimsuit
9	Swab's Drugstore	Pay for the bottle of sunscreen
5	Quiki-Mart store	Get Grotesque Gulp (soda machine)
3	Quiki-Mart store	Pay for the Grotesque Gulp
1	Near the park by the hotel	Look at the jogger in the park
3	Hairy Reams' barber shop	Sit in barber's chair; get hair styling
5	Eve's house	Get the passport from the trash cans
7	Ethno-Musicology Shoppe	Talk to the music store clerk
9	Cruise lines dock	Show the passport to the purser
113	*cumulative points*	

3	Your room	Get the fruit from the nightstand
6	Nightstand by Momma's bed	Get the sewing kit from the drawer
3	Anywhere while in swimsuit	Use the sunscreen
5	Pool	Lie down on the chaise lounge
7	Bottom of swimming pool	Get the bikini top from the drain
3	After swimming	Use the sunscreen again
3	Barber shop	Get the wig from the barber
2	Bar	Get the spinach dip from the bar
8	Bridge	Throw the lifeboat switch
2	Near the lifeboat	Get in the lifeboat
5	In the lifeboat	Boats are launched
5	Drifting away from the ship	Wear the televangelist wig
2	Drifting away from the ship	Throw the dip overboard
5	Drifting in the lifeboat	Wear the sunscreen
5	Drifting in the lifeboat	Wearing the televangelist wig
5	Drifting in the lifeboat	Drinking the grotesque gulp
10	Drifting in the lifeboat	Catching fish with the sewing kit
190	*cumulative points*	

3	In the landscape maze	Pick the flower
1	Restaurant	Sit down in the restaurant waiting area
1	Restaurant	Be shown your seat

# of Points	Where	Action
[illegible]	[illegible]	[illegible]

AT THE AEROPORTO

# of Points	Where	Action
[illegible]	[illegible]	[illegible]

# of Points	Where	Action

ON THE AIRPLANE

# of Points	Where	Action
[illegible]	[illegible]	[illegible]

ON NONTOONYT ISLAND

# of Points	Where	Action
[illegible]	[illegible]	[illegible]

3	Restaurant	Take the cheese knife from the table
2	Guest room	Take the matches from nightstand
2	Guest room	Take soap from the bathroom sink
3	Barber shop	Become a blonde at the barber shop
4	Nude beach	Take the bikini bottom from rock
5	Guest room	Wear the bikini
12	Guest room	Put the soap in the bikini top
3	Barber shop	Get your body waxed
12	KGB beach	Get past the KGB agents
6	After negiotiating the cliffs	Wear the leisure suit
247	*cumulative points*	

7	Outside the airport	Give the flower to the KGBishmas
3	Barber shop	Look at the barber
3	Barber shop	Get hair "poofed" by Rosie the Barber
5	Customs inspection area	Show the passport to customs agent
7	Snack bar	Take the bobby pin from the gravy
3	Snack bar	Buy flight insurance from machine
5	Baggage handling area	Get the suitcase from conveyor belt
15	Ticket counter	Bomb explodes, clearing ticket line
5	Ticket counter	Buy an airline ticket from the clerk
11	Gate #1	Take the pamphlet from the counter
3	Gate #1	Show airline ticket to the attendent
314	*cumulative points*	

5	Your seat	Take the airsick bag from the seat pocket
8	Your seat	Give the religious pamphlet to the man
4	Smoking section	Wear the parachute
5	Emergency exit door	Use the bobby pin to pick the lock
6	Emergency exit door	Open the door
342	*cumulative points*	

8	Hanging from the parachute	Use the cheese knife to cut the harness
4	Immediately after fall	Get the stick from the jungle floor
6	Near killer bee bush	Crawl under the killer bee bush
10	After snake notices you	Insert the stout stick into snake's mouth
5	Swamp	Successfully cross the swamp
6	Piranha river	Swing on the vine
4	Piranha river	Take the vine from the tree
10	On the beach	Propose marriage to Kalalau
25	Chief's hut	Talk with Kalalau's father
6	Village campfire	Take the ashes from the campfire
3	On the beach	Take the sand from the beach
11	Chasm	Throw the vine across the limb
10	Glacier	Spread the ashes (or sand) on the glacier

# of Points	Where	Action
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]

NEGATIVE POINTS

[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]

DID YOU TRY THIS?

[illegible]

5	Top of volcano	Put the airsick bag in the bottle
5	Top of volcano	Light the bag with the matches
10	Top of volcano	Drop the bottle into the crevice
30	Inside the fortress	Kill Dr. Nonookee through your sheer ineptitude
500	*cumulative points*	

-2	Anywhere around Los Angeles	Scratch the lottery ticket
-2	On the ship	Eat the fruit
-5	Ship's bar	Eat the spinach dip
-2	Anywhere	Light the matches
-2	Anywhere	Pour out the hair rejuvenator
-2	Anywhere except volcano	Use the airsick bag
-3	In the airplane	Open the parachute
-5	Airplane emergency exit	Pour the hair rejuvenator on the lock
-5	Glacier	Pour the hair rejuvenator on the glacier

"Look at the jogger in the park" by the Los Angeles airport hotel.

"Look at the sidewalk" in front of *Molto Lira* on Rodeo Drive.

"Look through the knothole in the fence" in the alley near the Quiki-Mart store in Los Angeles.

Watch for the eyeball that occasionally appears at that knothole. (It is entirely random, and doesn't happen often.)

Relieve yourself in that same alley. You must find exactly the right spot. (Walk as close as you can get to the far side of the trash bin, then go east until you touch the Quiki-Mart.)

"Buy a Grotesque Gulp" in the Quiki-Mart when you have no money. Attempt to leave the store.

Watch the clerk in Swab's Drugstore pick his nose.

"Look at the clerk" in all the stores in Los Angeles.

"Look at the Mother" when she's sitting on the bed in her stateroom on the *Love Tub*.

Pollute the *Love Tub's* swimming pool while diving to the bottom. (There's an "Oops" that appears just as you finish.)

Watch the couple in the *Love Tub's* revolving bar seated near the spinach dip. (He tries something, but she pushes his hand away.)

Get the maid at the tropical resort guest room to be more "accomodating." (Rudeness works quite well in this situation.)

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

INSIDE JOKES

What's the name of the song that plays the first time you see Nontoonyt Island (during the opening cartoon)?

[illegible]

Have you found the author's place of birth in the game? It's mentioned in "The Dating Connection" television program.

[illegible]

Who are all those people on "The Dating Connection?"

[illegible]

Who is the Scurvy Dog named for?

[illegible]

Why is "Bird" capitalized when the KGB make you "zing like ze Bird?"

[illegible]

Why is that spinach dip in this game? It has no purpose, does it?

[illegible]

Gather lots of extra points at the perilous cliffs following the KGB beach.

"Look at the barber" in the airport barber shop.

"Light a match" while carrying the hair rejuvenator.

Watch the waitress in the Aeroporto snack bar adjust her underwear.

"Look at the huts" in the native vilige.

Write your name in the glacier. (Enter the opening at the lower left corner of the screen until you are completely hidden. Walk north as far as possible, then head east. As you walk out, you will automatically stop and do your duty.) Too bad Larry only has enough ammo for the first three letters.

"For Your Thighs Only"

Yep. Gumbo, Missouri. (No, I'm not kidding! You think that's funny?)

They represent the beta testers who helped me debug the game.

Barbara Baser, David Blair, Guruka Singh Khalsa, and Neil Rubenking (whose name was changed to "A. P. Wire" to protect what's left of his reputation!).

The game's head graphics artist, Bill "Scurvy Dog" Skirvin, of course.

My wife and I are both alto saxophone players. We have lots of reeds around the house.

Because, Charlie "Yardbird" Parker was bebop's greatest alto saxophonist and I'm a big fan. Rent the video of Clint Eastwood's movie "Bird" to find out more.

It's in the game because while I was designing this game, we hosted a party. Someone brought spinach dip. As it sat out all evening, it spoiled! For the following week, everyone who ate it was sick. So, you had to figure out that silly puzzle just because I made all my friends at Sierra sick!

Why is there a shark in the jungle?

[illegible]

What's the name of the song that drummer plays when Larry proves he's worthy of Kalalau's hand in marriage?

[illegible]

Whose idea was it to put a glacier in a jungle that would be melted by ashes?

[illegible]

WALK THROUGH

WARNING: Do not read this section unless you have finished the game. It contains specific information that will spoil the game for you!

This is the shortest path through the game that will give you all 500 points. North is always assumed to be towards the top of your screen, south down, east to the right and west to the left. Words within quotation marks are to be typed into the computer exactly as shown. All ready? Here we go:

AROUND LOS ANGELES

[illegible]

Nearly all of Sierra's latest games have a shark. I didn't want to break tradition, although I thought it too trite to put my shark in the ocean. Hence, a KGB agent in a "land shark" hat!

Why, it's that classic rock tune, "Compute Like a Man (Fast as you Can!)" of course. (Villagers groan.)

Robert E. Heitman. You may thank him for me!

Begin by following the Walk Thru in the "Tips for Beginning Adventurers" section of your documentation. We'll start again here after you've completed that.

Done? Ok. Leave the Quiki-Mart and walk west until you reach KROD studios. Go up the stairs and through the glass doors. Walk to the receptionist's desk. "Show the lottery ticket to the receptionist." Write down the six numbers she gives you, then enter THOSE six numbers when she asks for YOUR six numbers. (Do not enter the numbers you gave the lottery machine in the Quiki-Mart. You want to win the lottery, remember!)

Enter the Green Room. Walk to the north wall. "Sit down on the green room's bench." Wait 30 seconds for The Dating Connection's Assistant Producer to enter. "Stand up." Follow him into the studio. Watch the show. Enter your two best lines when asked. (Don't take it personally, Barbara hates whatever you type!) Take the cruise ship ticket following the show. "Sit down" on the bench again. Wait for the Lucky Life Lottery's Assistant Producer to enter. "Stand." Follow her into the studio. Win again.

Leave the studio. Leave the lobby. Walk down the stairs. Go east until you see the Hollywood hills. Walk south to Molto Lira. Enter and walk around the counter to the north wall. "Take the blue bikini job from the rack." Walk to the south side of the counter. "Pay the Italian woman for the swimsuit." Leave.

Head east to Swab's Drugstore. Walk to the east side of the west aisle. "Look at the shelves" until you see the sunscreen. "Take the sunscreen from the shelf." Walk to the counter. "Pay the clerk for the sunscreen." Leave.

Walk north to the Quiki-Mart. Stand in front of the soda machine, and "get a Grotesque Gulp from the machine." Walk to the counter and "pay the cute, blond clerk for the soda." Leave. Go west to the alley, then south past the Brown Derby to downtown. Walk west to the hotel. Wait until the airplane has flown past. A jogger will appear in the park. "Look at the jogger in the park."

Walk east to downtown, then south to Hairy Reams' Barber Shop. Walk near the barber's chair and "sit down in the barber's chair." Get your macrobiotic hair styling. Leave.

Walk west past Unreversal Studios to Eve's house. Stand near the trash cans and "search through Eve's can." Press the spacebar to say the same phrase again. (It takes two tries.) "Take my passport from the garbage." Walk north past Disneyland to the Ethno-Musicology Shoppe. It is now open. Enter through the west door. "Talk to the music store clerk." Eventually, you will wind up downtown again. Walk south to Hairy Reams' then east to the cruise ship dock. Walk near the man and "show the cruise ship ticket to the man."

When you arrive on the ship, you are the tiny shape in the lower right corner of the ship's cutaway map. Walk east to enter your stateroom. Walk forward to the porthole. "Take the basket of fruit." Walk to the door on the east wall. "Open the door."

Enter Mamma Bimbo's stateroom. When she finishes her plot exposition speech, return to your stateroom. "Change out of my leisure suit." Return to Mamma's room. She will be away. Walk to the nightstand beside Momma's bed. "Open the nightstand drawer." "Take the sewing kit from the nightstand." Return to your room.

"Apply the sunscreen to my body." Walk out the south door to the ship's hallway. Walk west, climb the stairs, walk west, climb the stairs, walk east to the swimming pool. Walk to the empty chaise lounge. "Lie down on the chaise lounge." Ignore the henchette that approaches you. When she leaves, "stand up." Walk into the pool. After you begin to thrash around, "swim." Move to the center of the pool. "Dive." Swim to the bottom of swimming pool. "Get the bikini top." Quickly swim back to the surface. Swim to the side and "climb out of the swimming pool."

"Rub the sunscreen on my body" again after swimming. Return to your room. "Change into my leisure suit." Leave your room. Walk west, climb the stairs, walk west, climb the stairs, walk west as far as possible. Enter the ship's barber shop. "Sit down in the barber's chair." Buy the televangelist wig from the barber. Leave.

Walk east, climb the stairs all the way to the revolving bar. Walk to the west end of the bar and "take the spinach dip from the bar." Leave the bar, walk down the stairs, go west, climb the stairs to the bridge. Enter the bridge.

AT THE TROPICAL RESORT

AT THE AIRPORT

Walk north until you are standing near the large switch. "Throw the lifeboat switch." Leave. Climb down the stairs, go east, climb the stairs to the lifeboat deck. Walk near the chained opening in the railing. "Jump into the lifeboat."

After the lifeboats are lowered into the ocean, yours will drift away from the "Love Tub." Before you leave this scene, "wear the wig," "throw the spinach dip overboard," and "apply the sunscreen to my body." Drift at sea for 10 days.

Arrive at the tropical resort. Head south. When you are near the large flower in the center of the scene (directly beneath the parrot in the palm tree), "pick the flower under the parrot." You will soon (?) arrive at a restaurant. "Talk to the maitre 'd." "Sit down in the chair." Wait while everyone with more status than you is seated. After you are shown to your seat, don't bother to sit down. Walk to the hors d'ouerves table in the southwest corner of the room and "pick up the cheese knife from the table." Leave.

After wandering through the landscape maze again, you will arrive at an empty guest room. Walk to the south nightstand. "Take the matches from the nightstand." Walk to the bathroom sink. "Take the soap from the bathroom sink." Ignore the maid. Leave.

Wander through the landscape maze again. You will arrive at a barber shop. "Sit down in the barber's chair." Become a blonde. Leave.

Now the landscape maze becomes much shorter. When you arrive at the beach, walk west to the nude beach. "Take the bikini bottom from the rock." Return to the landscape maze. You will appear at the restaurant. Ignore it and leave.

Landscape your way to the guest room. Walk north to the window. Walk east until you are completely hidden behind the bathroom wall. "Wear the bikini top and bikini bottom." "Put the soap in the bikini top." Leave.

Next stop, barber shop. "Sit." Leave after your body waxing. Return to beach. Walk east. Pass the KGB agents. Negotiate the sheer cliffs. When you stop to rest, "change into my leisure suit."

Outside the airport, walk near the KGBishnas and "hand the flower to the men." Enter the airport, walk west to the barber shop. "Look at the woman barber." "Sit in the barber's chair."

Walk east past the ticket counter to the Customs Inspection station. Walk to the man at the counter and "give my passport to the customs agent." Walk to the low wall on the right; a gate will open. Walk past the baggage conveyors to the snack bar.

"Order the blue plate special." Do not eat it, but "take the bobby pin from the gravy." Walk to the vending machines on the east wall. Stand near the northern machine. "Buy flight insurance from the machine." Return to the baggage handling area. Walk near the conveyor belt. Watch the X-ray screen until the suitcase containing a bomb goes past. (It's bag number ten.) "Take the suitcase from the conveyor belt." It will clear away the line at the ticket counter.

Walk to the sole remaining agent at the counter. "Purchase an airline ticket from the clerk." "Show my passport to the customs agent." Return to the snack bar and take the "slidewalk" on the right. Walk straight forward to the left end of the counter. "Take the

ON THE AIRPLANE

ON NONTOONYT ISLAND

religious pamphlet from the desk." "Show the airline ticket to the ticket agent." Board the airplane.

Once you are airborne and the bore beside you has finished his first speech, "give the religious pamphlet to the bore." Then "take the airsick bag from the seatback." "Stand up." Walk east to the rear compartment. "Wear the parachute." Walk south until you are nearly hidden. "Use the bobby pin to pick the padlock." "Move the large red handle." "Open the emergency exit door." While the small airplane is at the top of the picture, "pull the ripcord." Drift to the Nomoonyi Island. Land in a tree.

While hanging from parachute, "cut the parachute harness with the knife." Fall. Walk northeast. "Pick up the stout stick from the ground." Walk south as far as possible, then west as far as possible. "Crawl under the killer bee bush." Walk south.

Walk southeast until you pass between the large rocks in the center of the picture. As the snake notices you, "insert the stick into the snake's mouth." After the snake crawls away, walk east.

Look carefully at this scene. There is a faint pattern in the soil that shows you the areas upon which to walk. It goes from where you stand, to a large rock, south slightly, east to the monkey's starting rock, then east to the edge of the scene. Walk across the swamp, saving your game repeatedly (just in case you are wrong).

Walk near the river, stopping beside the large gray rock on the northwest shore. "Swing on the vine." As soon as you see Larry on the first vine, "swing on the next vine." Ditto for vine three. As soon as you see Larry on vine three, "release the vine" and drop to safety. "Pull the vine from the tree branch." Walk northeast to the beach.

Meet the girl of your dreams. Fall in love. Propose marriage. Talk with her father. Prove you're a man. (Learn she's a virgin.) When Chief Keneewauwau leaves, return to the village and "take the ashes from the campfire." Walk back to the beach and "take some sand from the beach." Return to the chasm. "Throw the vine across the limb" and swing across. Walk north to the glacier.

Stand near the center of the base of the glacier. Either "spread the ashes on the glacier" or "spread the sand on the glacier." Walk north to the top of the volcano.

Walk straight north past the elevator door stopping very near the crevice (east of the plume of smoke). "Put the airsick bag in the rejuvenator." "Light the airsick bag with the matches." "Throw the rejuvenator into the crevice." The elevator will be forced open. Enter the elevator. Finish off the evil Dr. Nonookee through your ineptitude. Marry the girl of your dreams. Live happily ever after! Or, keep an eye out for *Leisure Suit Larry III* !!

FOR YOUR INFORMATION

Leisure Suit Larry goes Looking for Love (in Several Wrong Places) consists of:

1,816,316	bytes of source code, which compiles down to
428,258	bytes of object code
1,145,469	bytes of animation
375,861	bytes of background pictures
123,690	bytes of sounds and music
126,020	bytes of programs, drivers and interpreter
4,015,614	

Data totaling 2,292,748 bytes were compressed by a proprietary program down to 1,552,699 bytes of resources, which are on your disks.

SCI

SCI, Sierra's Creative Interpreter, is an in-house, third-generation, adventure game langauge that includes everything necessary to produce games like *King's Quest* and *Leisure Suit Larry*. Largely through the work of Jeff Stephenson, Bob Heitman and other programmers, it allows specialists like artists, musicians, designers and high-level programmers to create every aspect of three-dimensional, animated, graphic adventure games. Picture, view, font and

cursor editors; graphics card drivers; MIDI device drivers; compilers, interpreters, and literally dozens of utilities are the result of millions of dollars of software development.

HISTORY

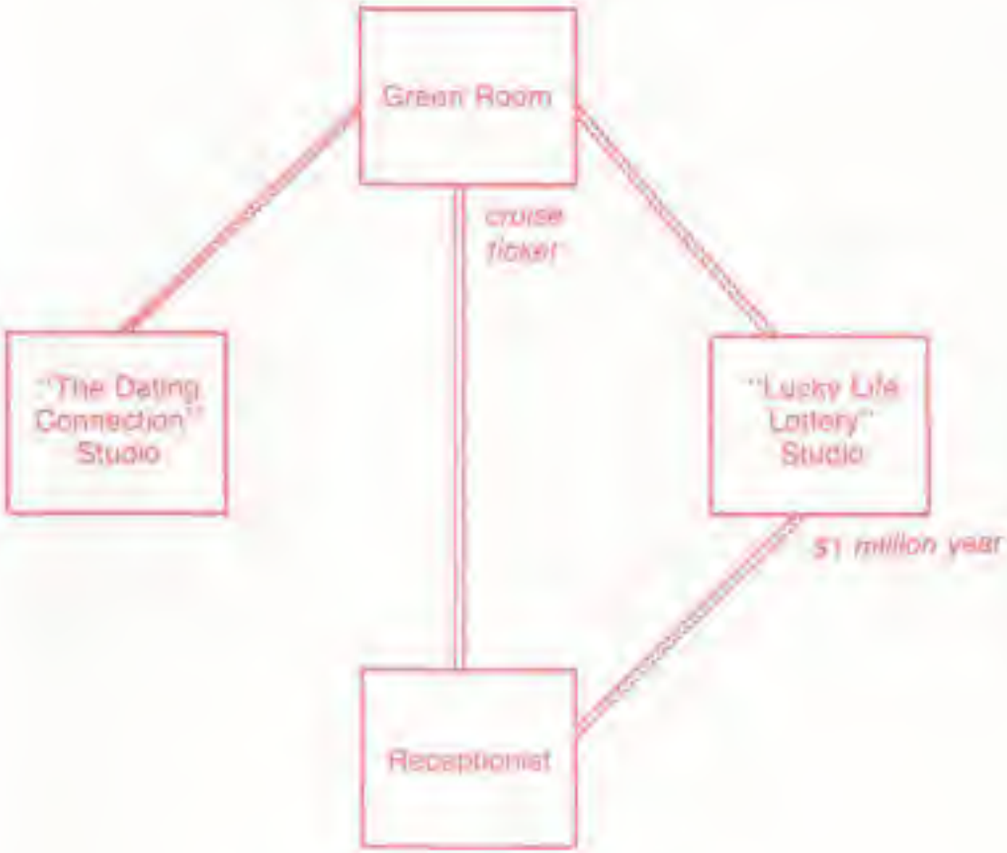
All this is descended from Roberta Williams' revolutionary idea, and Ken Williams' innovative programming, back in 1980. Roberta wanted a game similar to the mainframe game *Adventure*, that would also display graphics on their Apple][home computer. Ken wrote a picture editor and interpreter entirely in Assembler, since no higher level languages except BASIC existed for the Apple then. Roberta wrote the story, and drew the pictures on one of Apple's first graphics tablets. Thus was born *Mystery House* and a new genre of computer games.

Roberta demanded color, so their next game, *The Wizard and the Princess* had the first color-filled pictures. Later, with the first *King's Quest* three-dimensionality, sound and animation were added in AGI, the second-generation Adventure Game Interpreter.

Always the games provided more, first... the first pictures, more pictures per disk, the first color-filled pictures, more colors, the first three-dimensional graphics, more animation, more music, the first MIDI sounds, the first Hollywood sound track, etc. etc. And still Sierra presses forward: expect the future to hold CD-ROM games, with photographic-quality pictures, real-time television animation, CD-quality music, speech, and...

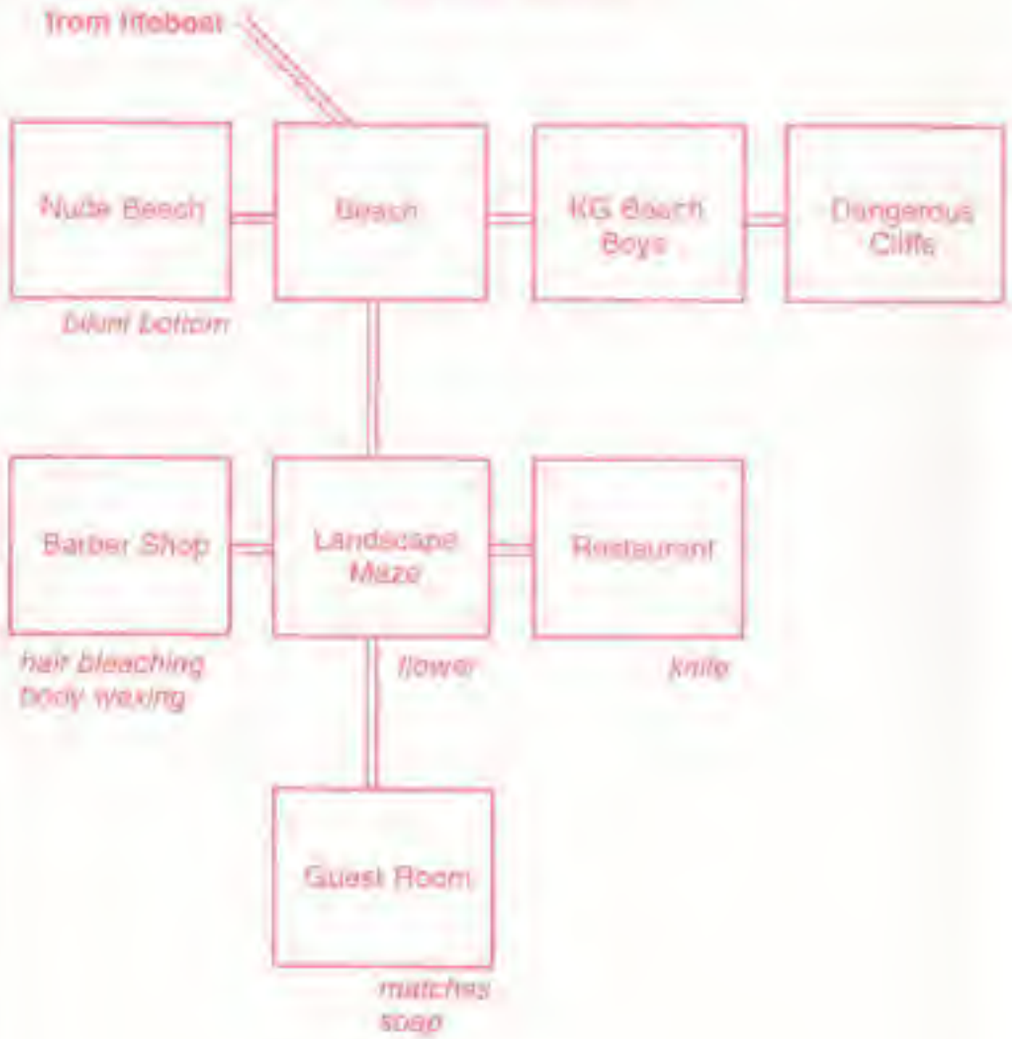
Los Angeles

Television Studio

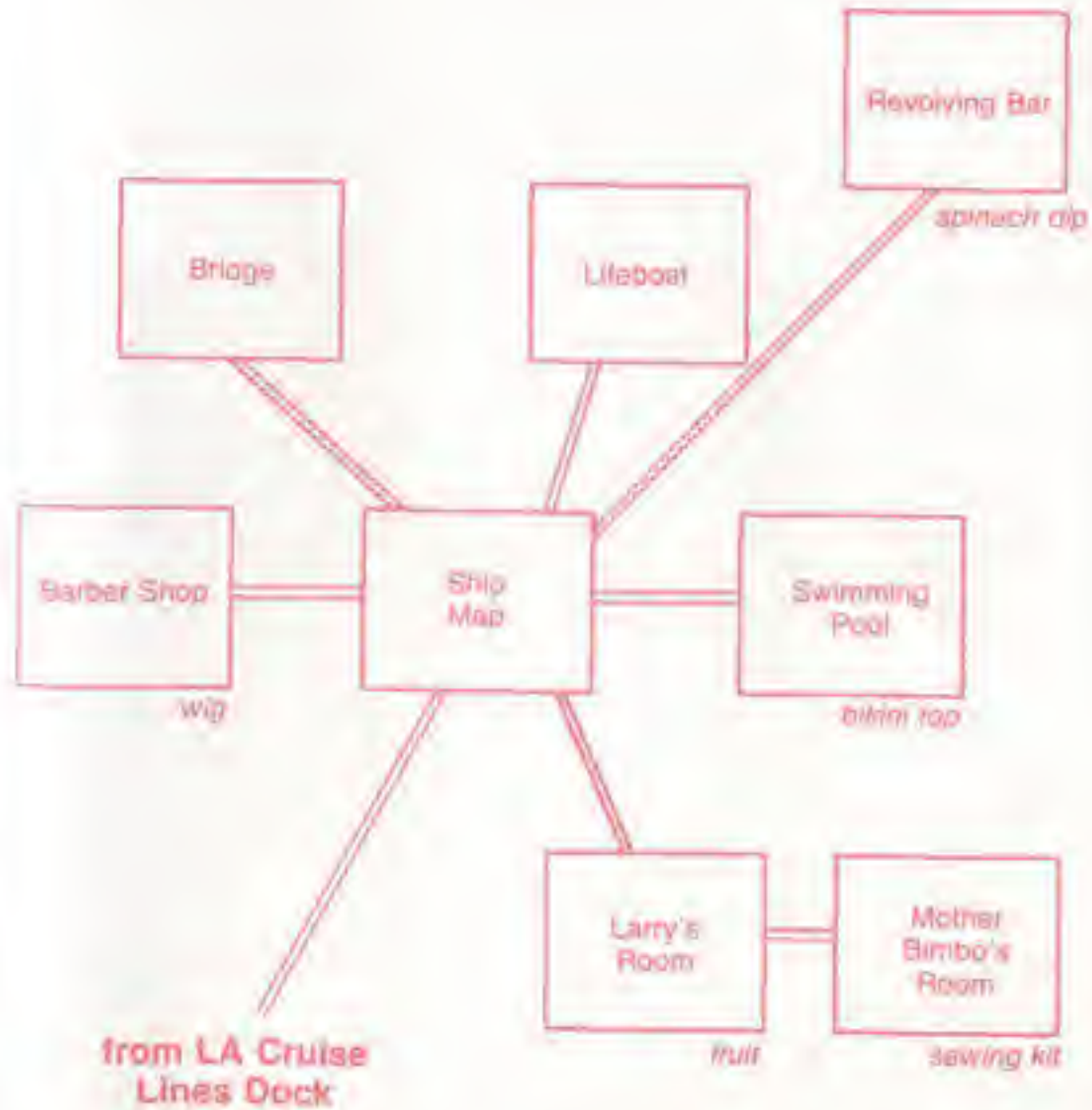


outside KROD TV Studios

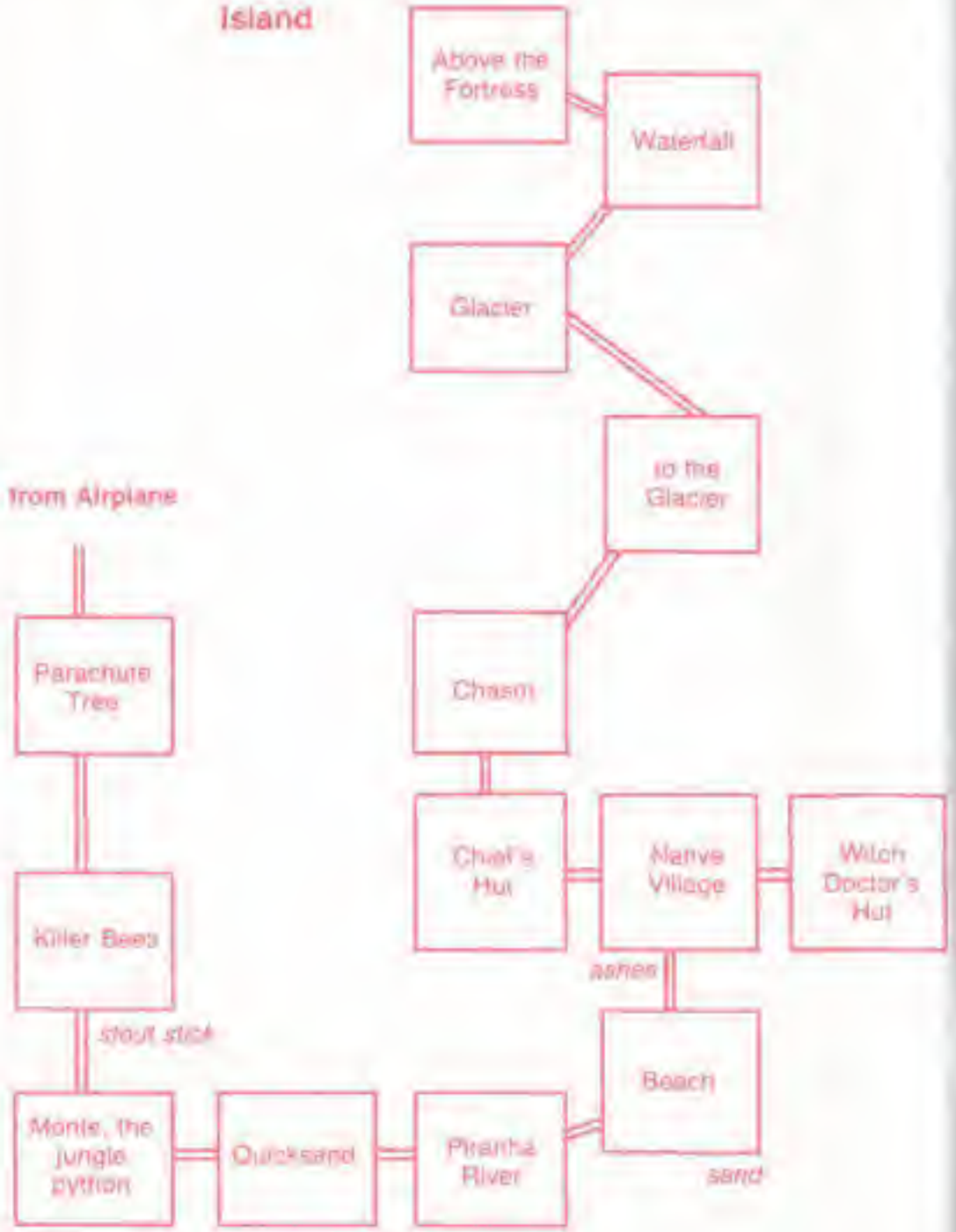
Tropica Resort



U.S. Love Tub



Island



Airport

D00001610

To reveal the HIDDEN clues, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.

SIERRA®

Adventure Window